

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) A gaming system for providing a game, comprising:  
a personal attribute information storing [[means]] unit for storing personal attribute information corresponding to each of a plurality of players;  
a player group generating unit for generating a player group being composed of at least the plurality of players based on the personal attribute information of each of the plurality of players;  
and  
a special game shift [[means]] unit for, before the game starts, causing the game to shift from a normal mode to a special mode based on at least a common feature of the personal attribute information of each ~~at least one of the plurality of the~~ players in the player group.
2. (currently amended) ~~The gaming system according to claim 1~~ A gaming system for providing a game, further comprising:  
a personal attribute information storing unit for storing personal attribute information corresponding to each of a plurality of players;  
a player group generating [[means]] unit for generating a player group being composed of at least the plurality of players based on the personal attribute information of each of the plurality of players; and [[,]]  
a special game shift unit for, before the game starts, causing the game wherein the game is caused to shift from [[the]] a normal mode to [[the]] a special mode based on different features of

the personal attribute information of each of the players of the player group.

3. (Original) The gaming system according to claim 1, wherein the personal attribute information is composed of basic information originating from each of the plurality of the players.

4. (Original) The gaming system according to claim 1, wherein at least one of the players playing the game in the special mode has a greater advantage than in the normal mode.

5. (Original) The gaming system according to claim 1, wherein game credits which serve as virtual currencies transferable among the players during the game and which are utilized for determining respective ranking positions of the players are awarded in a larger amount to a winner of the game in the special mode than in the normal mode.

6-9. (canceled)

10. (currently amended) A gaming method utilizing a plurality of gaming machines machine connected ~~[[to]]~~ via a communications network ~~to~~ to ~~[[; and]]~~ a gaming server ~~provided with a personal attribute information storing region for~~ storing personal attribute information corresponding to each of a plurality of players participating in a game from said gaming machines, the gaming method comprising:

the server determining, before the game starts, whether the game should be shifted to a special mode based on features of the personal attribute information of ~~at least one each~~ of the players;

the server transmitting a signal for causing the game to shift to the special mode to the gaming machines machine through the communications network in response to ~~the generated event~~ a determination that the game should be shifted to the special mode; and

the server awarding a title related to the features that have triggered the special mode after the game name to a winner of the game played in the special mode.

11. (currently amended) The gaming method according to claim 10, further comprising:

the server generating a player group based on the features of the personal attribute information; and

the server determining ~~that whether~~ the game should be shifted to the special mode when based on the features are common among of the personal attribute information of each of the all players of the player group.

12. (Original) The gaming method according to claim 10, wherein the personal attribute information comprises basic information originating from each of the players.

13. (Original) The gaming method according to claim 10, wherein at least one of the players with the game in the special mode has a greater advantage than before shifting.

14. (Original) The gaming method according to claim 10, wherein game credits which serve as virtual currencies transferable among the players during the game and which are utilized for determining ranking positions of the players are awarded in a larger amount to a winner of the game in the special mode than before shifting.

15-17. (canceled)

18. (currently amended) A gaming system for providing a game in which a plurality of players can participate, said gaming system comprising:

a personal attribute information storing unit for storing personal attribute information

corresponding to each of the plurality of said players; and

a special game shift unit for causing the game to shift from a normal mode to a special mode based on features of the personal attribute information;

~~The gaming system according to claim 16, wherein the game name of the special mode and a title thereof are related to~~ is related to the common features in the personal attribute information of all players participating in the game.

19. (currently amended) A gaming system for providing a game in which a plurality of players can participate, said gaming system comprising:

a personal attribute information storing unit for storing personal attribute information corresponding to each of the plurality of said players; and

a special game shift unit for causing the game to shift from a normal mode to a special mode based on features of the personal attribute information;

~~The gaming system according to claim 17, wherein a title of the special mode and a title thereof are related to~~ is related to the differences in the personal attribute information of all players participating in the game.

20. (previously presented) The gaming system according to claim 1, said system further comprising:

a game agent function unit adapted to serve as a player when the plurality of players are less than a predetermined number of players.

21. (canceled)

22. (new) A gaming system for providing a game, comprising:

a gaming server, and

a plurality of gaming terminals connected to the gaming server via a communications network, each said gaming terminal being operable by one of a plurality of players;

wherein the game server includes a storage device storing personal attribute information which includes a plurality of predetermined items associated with each of said players, and is configured to (i) receive player entry signals sent from the gaming terminals, (ii) authenticate players according to authentication information input from the gaming terminals, (iii) generate a player group, (iv) determine whether the personal attribute information of each of the players of the player group shares a common feature, (v) generate a special game and send a special game start signal to the gaming terminals of the player group, when it is determined that the personal attribute information shares a common feature, (vi) manage the special game played by the player group, and (vii) renew the personal attribute information of each player of the player group based on the result of the game.

23. (new) A gaming system according to claim 22, wherein jewels and points are used for showing the result of the game, and the server in (vii) renewing the personal attribute information is configured to

take a jewel from the lowest-scored player of the game, and give the jewel to the highest-scored player, and

award points according to the result of the game.

24. (new) A gaming system according to claim 23, wherein the server awards more

points to the player, when the jewel is the birthstone of the player having personal attribute information stored in the storage device.

25. **(new)** A gaming system according to claim 22, wherein  
the special game and a title thereof are related to common features in the personal attribute information of all players participating in the game, and the game server is further configured to award the title to the winner of the game.

26. **(new)** A gaming system for providing a game, comprising:  
a gaming server, and  
a gaming machine group including a plurality of gaming machines and a main control circuit, the main control circuit controlling comprehensively the plurality of gaming machines and their connection to the gaming server via a communications network;

wherein the game server includes a storage device storing personal attribute information which includes a plurality of predetermined items associated with each of said players, and is configured to (i) receive player entry signals sent from the gaming terminals, (ii) authenticate players according to authentication information input from the gaming terminals, (iii) generate a player group, (iv) determine whether the personal attribute information of each of the players of the player group shares a common feature, (v) generate a special game and send a special game start signal to the gaming terminals of the player group, when it is determined that the personal attribute information shares a common feature, (vi) manage the special game played by the player group, and (vii) renew the personal attribute information of each player of the player group based on the result of the game.

27. **(new)** The gaming method according to claim 10, wherein the features that have triggered the special mode are other than identities of the players.

28. (new) The gaming method according to claim 10, wherein the features that have triggered the special mode are selected from, not only basic information entered by each of the players, but also information related to their achievements in previous games.

29. (new) The gaming method according to claim 10, further comprising  
the server giving the game to be played in the special mode a name related to the features that have triggered the special mode; and  
the server awarding a winner of the game played in the special mode a title related to the features that have triggered the special mode.